Time-Scale Proposal for Rock Raiders PC to PSX
In-game Meshes Conversion
22/09/98 Version 1.0

1. Textures

Estimated time to:
1. Convert all graphics to PSX format,
2. Reassign textures to new object,
3. Add to VRAM mapper and set coordinates
4. Save out new scene and object.

One half day per model.

2. Lightwave Scenes to PSX *.HMD file format

Estimated time to:
1. Replace all objects with new PSX format objects (i.e. all textures pathed to *.TIM format),
2. Add all Upgrade Null objects and attach physical mesh upgrade objects to Nulls
3. Export HMD file format with instructions to programmers defining upgrades and upgrade Nulls.

One day per six scenes (based on scene of average complexity).

3. Creating Single Skin Mesh Object and Texturing

Estimated time to:
1. Create Single Skin Mesh Object with separate surfaces
2. Create textures and map them onto object
3. Export all images in PSX format and arrange in VRAM

Complex model (i.e. R_Monster) 2 days.
Average model (i.e. minifigure) 1 day.

4. Creating Effective Bone Structure for Single Skin Mesh Object

Estimated time to:
1. Create single tree bone hierarchy
2. Output *.HMD file format with PGL bone data
3. View influences of bones in PGL Editor
4. Adjust influences of bones in Lightwave

Average model 1 day.

5. Creating Effective Bone Structure for Single Skin Mesh Object

Estimated time to:
1. Duplicate existing animation scene file
2. Output *.HMD file format with PGL bone data
3. View animation in PGL Editor
4. Adjust animation in Lightwave

One half day per scene

To Be Done

Vehicles
Bulldozer
Catamaran (large)
Catamaran (small)
Digger (large)
Digger (small)
Helicopter (large)
Helicopter (small)
Hoverboard
Mobile Laser Platform (large)
Mobile Laser Platform (small)
Truck (small)
Walker

Buildings
Barrack
Comms/Geo Center
Dock
Electrical Fence
Mining Laser Tower
Refinery (crystal)
Refinery (ore)
Remote Teleport/Tool
Teleport pad

Minifigures
Sailor
Engineer
Pilot
Geologist
Driver

Creatures
Rock Monster